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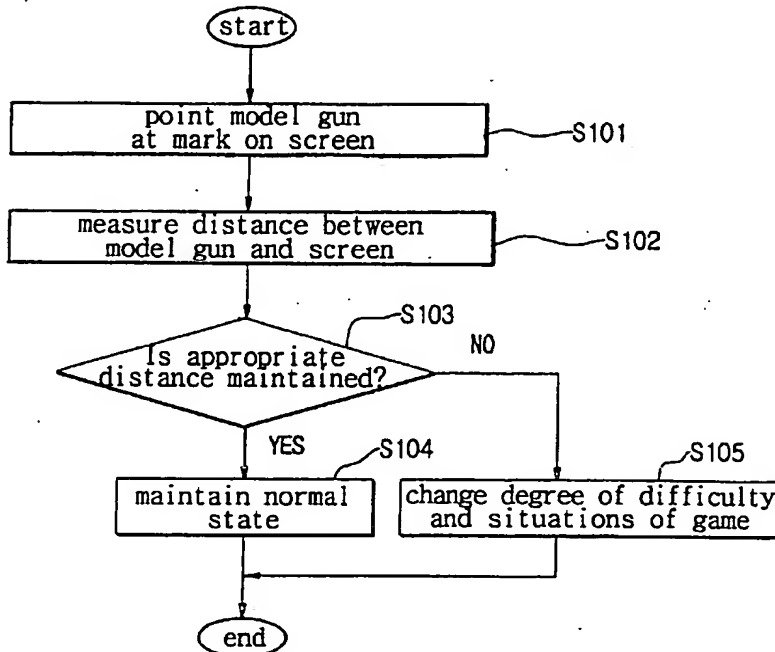
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(54) Title: SHOOTING GAME MACHINE AND METHOD FOR PERFORMING IT



(57) Abstract: The present invention discloses an infrared detection type shooting game machine and method, which changes the degree of difficulty and environment of a game depending upon a distance measured using a plurality of references arranged at irregular intervals, thus providing realistic and interesting games. The shooting game method includes (a) displaying images, including a mark, by a display means and displaying a plurality of references that are bases for detection of coordinates; (b) detecting a partial image of a certain region of a point indicated through an indication means manipulated by a player; (c) receiving the detected partial image, detecting coordinates of the references, and setting coordinates of the references to the detected coordinates of the references; (d) detecting indicated coordinates of the point indicated by the player based upon the coordinates of the references; (e) measuring a distance

D between the display means and the indication means based upon previously stored intervals between the plurality stored intervals between the plurality of references and distances between the coordinates of the references; and (f) setting reference distances  $D_0$  to some of distances D between the display means and the indication means falling within a certain range, and changing a degree of difficulty and situations of the game depending upon whether the reference distances are fulfilled.

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